

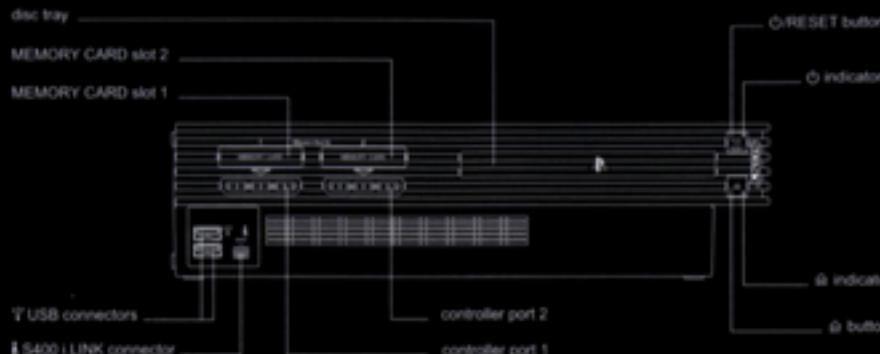
BATMAN™ RISE OF SIN TZU



EmuMovies



GETTING STARTED



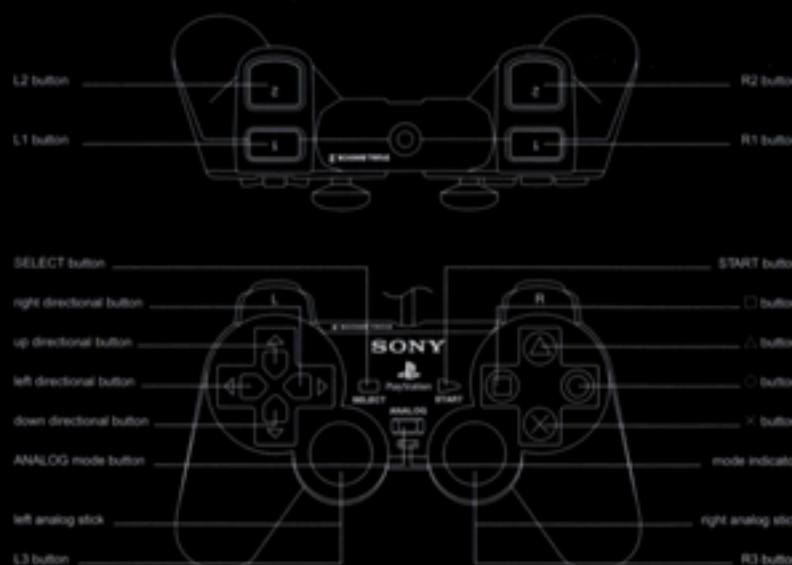
SETTING UP

1. Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual.
2. Make sure the MAIN POWER switch (located on the back of the console) is turned ON.
3. Press the \square /RESET button. When the \square indicator lights up, press the \triangle button and the disc tray will open.
4. Place the Batman: The Rise of Sin Tzu™ disc on the disc tray with the label side facing up. Press the \triangle button again and the disc tray will close.
5. It is recommended that you select your preferred language from the PlayStation®2 System Configuration before commencing play. Choose between English, French, German, Spanish or Italian.
6. Attach game controllers and other peripherals, as appropriate.
7. Follow on-screen instructions and refer to this manual for information on using Batman: The Rise of Sin Tzu™.
8. Please ensure that you have enough free space on your memory card (8MB) (for PlayStation®2) before commencing gameplay.
9. It is advised that you do not insert or remove accessories once the power is on.

CONTROLS

Please note that Batman: The Rise of Sin Tzu only supports MEMORY CARD slot 1.

NOTE: Batman: The Rise of Sin Tzu does not support a digital controller.



THE RISE OF SIN TZU



OVERVIEW

It's a bad night in Gotham City. There's been a full-scale breakout at Stonegate Prison and Arkham Asylum has been overrun by Gotham's newest super villain, Sin Tzu, in search of a worthy adversary. Sin Tzu has targeted Batman and has made Gotham City the battleground. Using his Mehta-Sua energy, the ancient power to control mind and body, Sin Tzu has rallied Bane, Scarecrow and Clayface to help him bring Batman to his knees. Batman must clean up the streets of Gotham City that are rampant with criminals and make his way into the bowels of Arkham for his final confrontation with Sin Tzu.

MISSION OBJECTIVES

Batman, aided by his partners, Robin, Nightwing, and Batgirl, must battle his way to the end of each level to reach the Level Complete checkpoint. Each level has a specific sub-objective that needs to be completed: rescuing civilians, diffusing bombs, mini beat'em ups or protect the doors.

You will play as one of the four heroes and start your journey in Crime Alley, where it all began for Batman following his parent's murder. Use your hero's extraordinary martial art abilities in order to fight your way through your objectives and earn points to purchase new moves or unlock areas of the Bat Museum.

THE HEROES

Choose to play with 4 different controllable characters: Batman, Robin, Batgirl and Nightwing.

BATMAN

Batman is an incomparable athlete skilled in virtually all forms of physical combat. Moreover, he is an amazing detective, a brilliant escape artist, and a master of disguise and deception who plots his war on crime within the Batcave, the cavern headquarters that lie beneath Wayne Manor. Batman never goes into action without his utility belt, which contains a wide array of devices such as lasers, gas pellets, silken ropes, and Batarangs. His primary mode of transportation is the sleek and silent Batmobile.



ROBIN

Robin is now Tim Drake, a thirteen year-old street kid adopted by Bruce Wayne. Abandoned by his callous parents, Tim was forced to live on his own. A great admirer of Batman and Robin, Tim tried to act as brave and tough as his heroes. Admiring Tim's courage and fighting skills, Batman took him under his wing and a new Robin was born. Tim feels he has to "earn his place" at Batman's side and wants to prove he's all the hero the previous Robin was and then some. Robin's attack is very fast but he inflicts less damage than Batman or Nightwing.



NIGHTWING

After college Dick Grayson left Gotham City to travel the world on his own. He realized he had outgrown the role of Batman's trusted kid sidekick Robin, and set about developing a new heroic persona all his own. Now in his new identity as Nightwing, Dick still teams up with his one-time mentor, but Batman often finds his one-time partner has new, and in some cases radically different crime fighting ideas of his own. Nightwing is much stronger than Robin or Batgirl but his attack speed is a little slower.



BATGIRL

Barbara Gordon is the daughter of police commissioner James Gordon. By day she works for the police department, by night she battles the underworld as Batgirl. When Dick Grayson left Gotham, Batman found himself calling on Batgirl to work with him on special cases. Her double life as Batgirl sometimes puts Barbara at an emotional crossroads. Barbara believes the good she does as Batgirl is worth the potential risk to herself and her father. Batgirl's attack is very fast but she inflicts less damage than Batman or Nightwing.



THE BOSSES

The heroes will face tough opposition in:

SCARECROW

Ex-college professor Jonathan Crane was always fascinated in the use of fear to trigger obedience in test subjects. Embittered at being derided for his theories and fired from his job, Crane now dresses in the macabre rags of a scarecrow and uses his fear-inducing chemicals to force innocent people to bow to his will. His control over human fear has increased, giving him not only the power to induce it, but also to take it away. Beware of Scarecrow's Fear Effect. The Scarecrow has a new, horrifying look, to complement an increased arsenal of chemical weapons.



CLAYFACE

Turned into the villain Clayface by mysterious chemicals, the creature once named Matt Hagen, is bulkier, stronger, and meaner than ever before. And he's got a new trick up his "sleeve", now able to split his mass into separate entities, and send multiple "clay people" off in different directions to do his felonious bidding.

BANE

Bane is a cunning mercenary from South America. A trained killer and a brilliant military strategist, Bane was turned into an unstoppable super-soldier during an experimental operation that implanted tubes into his brain. Through these tubes he can inject a steroid-like chemical called "Venom" directly into his blood stream and increase his strength and body mass at will.



SIN TZU

Sin Tzu is the most brilliant and methodical of all of Batman's foes. He is an arrogant conqueror who prides himself in conquering worthy opponents who have never been beaten before. Sin Tzu is a strategist and warrior, not a despot. After accomplishing his objectives in warfare he will vanish from the scene and give no heed to the chaos that follows. Always on the lookout for a worthy adversary, Sin Tzu heard legends of the Batman and set out to Gotham City to defeat him on his own turf and terms. As well as a being a grand strategist, Sin Tzu is a master martial artist. He is more than a match for the Caped Crusader in one-on-one combat. Beware of Sin Tzu's Mehta-Sua.



CONTROLS

BASIC CONTROLS

LEFT ANALOG STICK: Directions (walk, run, select Batarang targets)

RIGHT ANALOG STICK: Gadget selection

- RIGHT ANALOG STICK LEFT: Bat Pellet
- RIGHT ANALOG STICK RIGHT: Bat Grapple
- RIGHT ANALOG STICK UP: Batarang

DIRECTIONAL BUTTON: Menu Navigation, Toggle Camera (Up: zoom in; Down: zoom out)

START button: Display pause menu

○ : GRAB	R1 : DASH
× : KICK	R2 : GADGET
□ : PUNCH	L1 : TRUNK
△ : JUMP	L2 : DEFENSE

ADVANCED CONTROLS (BATMAN AND NIGHTWING)

PUNCH COMBOS

- : Straight Punch
- + □ : Strong Punch
- + □ + □ : Hammer Punch (Batman)
- + □ + □ : Gut Punch (Nightwing)
- + □ [delay] □ : Rising Uppercut
- + □ [delay] □ [delay] □ : Overhead Slam

KICK COMBOS

- × : Front Kick
- × + × : Side Kick
- × + × : Push Kick (Batman)
- × + × + × : Roundhouse (Nightwing)
- × + × [delay] × : Rising Knee
- × + × [delay] × [delay] × : Thunder Kick

PUNCH EXTENSIONS

- + □ : Lunge Punch
- + × + □ : Back Fist
- + × [delay] × [delay] □ : Whipping Strike

KICK EXTENSIONS

- + × : Front Sweep
- + □ + × : Hook Kick
- + □ [delay] □ [delay] × : Boomerang Kick

GRAB & HOLD MANEUVERS

- : Grab
- + ○ : Shoulder Throw (Batman)
- + ○ : Neck Throw (Nightwing)
- + □ : Punch Takedown
- + × : Kick Takedown

POWER COMBOS

- : Cyclone Fist
- + □ [delay] □ [HOLD] : Straight Punch, Strong Punch, Spinning Fury
- × [HOLD] : Hurricane Kick
- × [delay] × [HOLD] : Flash Kick
- + □ [delay] × [HOLD] : Chainsaw Kick
- × + × [delay] □ [HOLD] : Smashing Elbow
- + ○ [HOLD] : Power Throw

JUMP COMBOS

- △ + □ : Hook Punch
- △ + × : Dive Kick



ADVANCED CONTROLS (ROBIN AND BATGIRL)

PUNCH COMBOS

- Ⓐ: Straight Jab
- Ⓑ + Ⓑ: Strong Jab
- Ⓑ + Ⓑ + Ⓑ: Ground Roll (Robin)
- Ⓑ + Ⓑ + Ⓑ: Spin Punch (Batgirl)
- Ⓑ + Ⓑ[delay] Ⓑ: Rising Fist
- Ⓑ + Ⓑ[delay] Ⓑ[delay] Ⓑ: Overhead Hammer

KICK COMBOS

- ⓧ: Snap Kick
- ⓧ + ⓧ: Back Kick
- ⓧ + ⓧ + ⓧ: Heel Kick (Robin)
- ⓧ + ⓧ + ⓧ: Handstand Slam (Batgirl)
- ⓧ + ⓧ[delay] ⓧ: Split Kick
- ⓧ + ⓧ[delay] ⓧ[delay] ⓧ: Flip Kick

PUNCH EXTENSIONS

- ⓧ + Ⓑ: Arm Sweep
- ⓧ + ⓧ + Ⓑ: Fierce Punch
- ⓧ + ⓧ[delay] ⓧ[delay] Ⓑ: Rapid Punch

KICK EXTENSIONS

- Ⓑ + ⓧ: Rear Sweep
- Ⓑ + Ⓑ + ⓧ: Somersault Kick
- Ⓑ + Ⓑ[delay] Ⓑ[delay] ⓧ: Scissors Kick

GRAB & HOLD MANEUVRÉS

- Ⓐ: Grab
- Ⓐ + Ⓑ: Circle Throw (Robin)
- Ⓐ + Ⓑ: Twist Throw (Batgirl)
- Ⓐ + Ⓑ: Punch Takedown
- Ⓐ + ⓧ: Kick Takedown

POWER COMBOS

- Ⓑ: Dragon Punch
- Ⓑ + Ⓑ[delay] Ⓑ[HOLD]: Crushing Dragon

- ⓧ [HOLD]: Slide Surprise
- ⓧ + ⓧ[delay] ⓧ [HOLD]: Lightning Kick
- Ⓑ + Ⓑ[delay] ⓧ [HOLD]: Tornado Kick
- ⓧ + ⓧ[delay] Ⓑ [HOLD]: Elbow Fury
- Ⓑ + Ⓑ [HOLD]: Power Throw

JUMP COMBOS

- △ + Ⓑ: Jump Jab
- △ + ⓧ: Axe Kick

BUDY MOVES

Players can perform devastating attacks in tandem known as Buddy Moves. While one player is grabbing a Thug, the other must place themselves behind the Thug and hit the grab button while facing them. Each hero has their own unique spectacular finishing move. Note that you can only perform a Buddy Move by first unlocking them in the upgrades menu.

MAIN MENU

Press START to enter the game and access the main menu.



STORY MODE

The Story Mode can be played in single or two player mode.



- Continue a Mission Mode game in progress.
- Start a new Mission Mode game from the beginning.
- 1. Choose a new mission file.
- 2. Select the desired level of difficulty.
- 3. Choose one or two player(s).
- 4. Select your hero(s).
- 5. Start Playing

Note: After beating the game once at any level of difficulty, you unlock 1 additional costume per hero. Browse and select those new costumes right before you select your character.



CHALLENGE MODE

These game modes allow you to face new challenges. One new arena will be unlocked each time you defeat a boss.

1. Choose one player or two players.
2. Select your hero(es).
3. Choose your survival mode: Beat the Thugs or Beat the clock.
4. Select your map.
5. Start Playing

Two players can also access a "versus" game mode that contains two games: Last Man Standing and Pickup Munger.

TROPHY ROOM

The trophy room allows you to use your tokens (see "Upgrades screen" section) for rewards of your choice. Unlocking all trophies is the ultimate challenge of a true Batman fan.

- 3D Models: Heroes, Vehicles, Gadgets, Villains.
- Graphic Novels: Learn more about a wide selection of Batman Comics.
- Toys: Browse through a wide selection of Batman related toys from Mattel.
- Concept Art: Various concept art images.

BONUS FEATURES

Each time you complete the game at a given difficulty level, a new Bonus feature will be made available.

- Cinematics: View the cinematics.
- Credits: View the game credits.
- Sin Tzu Origins: Hear the story of Sin Tzu.
- The Making Of Sin Tzu: View the Origin of Sin Tzu video.

SETTINGS

Audio Settings: Adjust music and SFX volume.

Controller: Turn vibration function on/off.

Set Dolby Pro Logic 2: on/off.

LOAD GAME

Load the existing saved game from your memory card (8MB) (for PlayStation®2).

IN-GAME SCREENS



STATISTICS SCREEN

The way you play each level affects the number of points you are given for upgrades. You will receive points for each of the following criteria:

- Clear Time
- Combat Efficiency
- Gadget Efficiency
- Damage Rating
- Style Bonus
- Attack Bonus



UPGRADES SCREEN

Use your points to purchase new moves and gadgets or Trophy tokens. Trophy tokens can be traded in the Trophy room for the rewards of your choice. There are 5 different grades of tokens. Players playing in easy mode will be able to buy Bronze tokens. Normal delivers Silver tokens, and Hard will reward the player with Gold tokens. Playing in Dark mode will allow you to buy Platinum tokens. Two-player performance is rewarded with Copper tokens.

HUD

1- **HEALTH METER**: Shows how much health you have left. If your health meter is empty, you will be defeated.

2- **COMBO METER**: The Combo Meter represents the amount of Power that Batman has accumulated by performing combat maneuvers. Generally, the more rare or difficult a maneuver, the more points it will be worth. Once the player fills the Combo Meter he will have a limited time to perform Power Combos.

3- **HIT STREAK**: Shows the number of consecutive hits.

4- **ARROWS**: Arrows appear on the ground to indicate where you need to go next.

5- **GADGET SELECTION**:

- **Bat Grapple**: You can use the Bat Grapple as both an offensive tool and a navigational one. With the Bat Grapple you will be able to collide into unsuspecting thugs to deliver an explosive swing kick.

- **Batarang**: You have the ability to choose targets with the Batarang in order to strike enemies to disarm or stun them. Hitting the Use Gadget button will launch the Batarang in the direction you are facing. Holding the Use Gadget button will charge the Batarang by bringing it back as though preparing to unleash a mighty throw. During the game, you will be able to purchase Batarang upgrades increasing the effectiveness of this gadget.



- **Smoke Pellets:** When you are in a tight spot and surrounded by Thugs, a well timed Smoke Pellet will usually give you the time you need to even out the odds. Like the Batarang, the smoke pellet may be upgraded during the game.

C- ENEMY HEALTH METER: Shows how much health force a captain has.

7- TAUNTS: When captains provoke their troops, the icon is red. Thugs become more aggressive. When heroes taunt thugs, the icon is white. Taunting thugs and following up with an attack gives Taunt Bonus points, an effective way of boosting your Combo Meter.

8- COMBO RATINGS: Fair, Good, Great, Perfect, Awesome are ratings given to the player that execute a certain number of consecutive combos. The higher the rating, the more purchase points you'll get for upgrades.

9- TIMER: A time limit is given to every mission sub-objective.

10- MISSION SUB-OBJECTIVES:

- Rescue the civilians: In order to progress in the level, you will need to rescue a number of civilians in a given amount of time.

- Defuse the bombs: You will be given an amount of time to defuse the bombs spread out through the level.

- Beat'em-up: This objective consists of defeating a certain number of thugs in a given amount of time.

- Protect the door: Protect the doors leading to Wayne Manor. The more damage the thugs inflict on the doors, the lower their percentage drops. There are four damage stages to the doors:

- Green 100%

- Yellow 75%

- Orange 50%

- Red 25%

OTHER IN-GAME ICONS

Look for this icon on the ground. It indicates that you've completed your mission objectives. Simply walk into it.

Look for this icon on the ground. It surrounds areas where civilians or bombs are located. Simply walk into it to rescue a civilian or disarm a bomb.

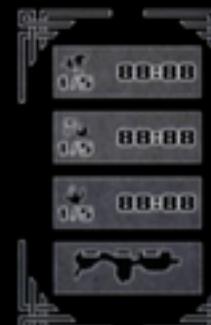
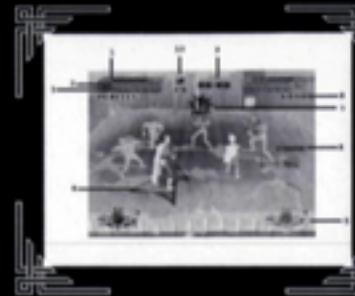
PAUSE MENU

RESUME: Choose this option to resume play.

SETTINGS: Choose this option if you want to change your settings:

- Audio Settings: Adjust music and SFX volume

- Controller: Turn vibration on/off.



MOVES LIST: Choose this option to view the moves you have unlocked for your character. Follow the guidelines to learn how to execute the combos.

TIPS: Choose this option to view useful tips.

RETRY LEVEL: Choose this option to restart the level.

QUIT TO MENU: Choose this option to quit the game and go to the main menu.



GAME OVER

There are two ways to get the Game Over screen: if your hero's health meter runs empty and you have no continues left or if you fail the level objective/sub-objective.

RETRY LEVEL: Choose this option to replay the level.

QUIT TO MENU: Choose this option to quit the game and go to the main menu.



BATMAN GADGETS

SMOKE PELLET: When Batman explodes these small capsules, all enemies in close proximity will be incapacitated for a short period of time. Very handy when surrounded and you need to even out the odds.

FLASH PELLET: An upgrade to the standard Smoke Pellet. The Flash Bang pellet will incapacitate all enemies on screen for a short period of time.

BAT GRAPPLING HOOK: Used more as an offensive maneuver, one well placed Grapple Kick can take down several thugs with one swing.

BATARANG: Start the game with this gadget. Used to disarm or otherwise stun enemies.

ELECTRIC BATARANG: An upgrade to the standard Batarang. Has the same abilities as the standard Batarang with the addition of an electrical shock for more stopping power. Stuns enemies for a longer period of time and inflicts more damage.

BATARANG RICOCHET: An upgrade to both the standard Batarang and the Electric Batarang. The ricochet can hit up to 4 enemies with one shot.



BATMAN™ RISE OF SIN TZU



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